

IN THE CLAIMS

Please amend the claims as follows:

Claims 1-25 (Canceled):

Claim 26 (New): A method for reproducing data streams or data packets transmitted via at least one network using at least two reproduction units that are at least indirectly linked to the network, the method comprising:

synchronizing reproduction using the at least two reproduction units,

either by virtue of one of the reproduction units, as a master, prescribing its internal clock as a reference and at least one other reproduction unit, as a slave, aligning its internal clock with that of the master via the network or carrying a copy of the master clock and reproducing data streams or data packets based on this aligned clock,

or by virtue of the internal clock of an external unit available on the network being used as the master and all reproduction units, as slaves, aligning their internal clocks with that of the master via the network and reproducing data streams or data packets based on this aligned clock.

Claim 27 (New): The method as claimed in claim 26, wherein the network is a network in which data packets are transmitted asynchronously or synchronously.

Claim 28 (New): The method as claimed in claim 26, wherein the clock on the slave is aligned before reproduction for a first time and is updated periodically during the reproduction.

Claim 29 (New): The method as claimed in claim 28, wherein the periodic update is used on the slave for systematically matching a speed of operation of the internal clock in the slave to that of the master to compensate for differences in internal propagation-time characteristics of the master and slave.

Claim 30 (New): The method as claimed in claim 29, wherein the systematic matching involves scaling the internal clock in the slave using a constant correction factor.

Claim 31 (New): The method as claimed in claim 26, wherein the internal clock is aligned by virtue of the internal clock in the master being requested by the slave, a plurality of times, and by virtue of at least one data packet that may be identical to the packets for requesting the time on the master, being transmitted from the slave to the master and being sent back, and the internal clock in the slave being brought into line with the clock in the master based on a propagation time or an average propagation time for data packets between master and slave.

Claim 32 (New): The method as claimed in claim 31, wherein the propagation time is calculated as a mean taking into account handling times in the reproduction units.

Claim 33 (New): The method as claimed in claim 26, wherein a first of the reproduction units that has a task of reproduction is automatically defined as the master.

Claim 34 (New): The method as claimed in claim 26, wherein the data streams or data packets are at least one of digital audio, video data, a combination of digital audio or

video data, compressed or uncompressed audio files of MP3, WAV, MPEG, or Windows Media.

Claim 35 (New): The method as claimed in claim 34, wherein either same data are reproduced on the reproduction units or different channels of the data, in a case audio files in stereo format or multichannel, are reproduced on different reproduction units.

Claim 36 (New): The method as claimed in claim 26, wherein at least some of the data streams or data packets are temporarily buffered in the reproduction units before reproduction, with audio files involving buffering in a region of approximately 1 to 5 seconds, and with the buffering being performed dynamically and so as to be matched to circumstances of the network.

Claim 37 (New): The method as claimed in claim 26, wherein the individual reproduction units are synchronized in a region of at least one of below 100 ms, or below 10 ms, or below 2 ms, or below 1 ms.

Claim 38 (New): The method as claimed in claim 26, wherein the network is a wireless network or a radio network.

Claim 39 (New): The method as claimed in claim 26, wherein during the reproduction by at least one reproduction unit at least one further reproduction unit is switched in synchronously by virtue of the unit that has been switched in automatically aligning itself with the present master and starting reproduction itself after buffering some of the data.

Claim 40 (New): The method as claimed in claim 26, wherein the data packets or data streams are either fetched from a separate data server, or are fetched on one of the reproduction units, or are already available on the reproduction units, or are made available to the system in digital form via an analog/digital converter and/or a compression/coding unit after supply in analog or digital form.

Claim 41 (New): The method as claimed in claim 26, wherein the data packets or data streams are read from a data source into a ring buffer in the master, with each byte read in being provided with a unique address, and wherein, in a process that is independent of the data streams being read into the ring buffer, the master sends the data to the network from the ring buffer in blocks, straight after reading in, by broadcast, or by UDP broadcast, or by multicast, with an addition of a protocol header that includes an address of a first byte sent, a precise master time, and an address of the next byte that is to be sent by the master to a codec of the master.

Claim 42 (New): The method as claimed in claim 41, wherein the address of the next byte that is to be sent by the master to the codec of the master is sent at least partly in independent control blocks, which may be identical to control blocks for checking the clock on the master.

Claim 43 (New): The method as claimed in claim 26, wherein to protect data integrity when a slave establishes that a data portion has been lost on the network, the lost data portion is sent again by the master upon a request from the slave, with the master

performing this repeated sending only after a delay, and with the slaves making the requests in staggered fashion such that identical requests are sent only once over the network.

Claim 44 (New): The method as claimed in claim 26, wherein the data streams or data packets are used to send at least one command to the reproduction units together with an associated execution time, the execution time being chosen such that at least a longest network delay time established in the network between the master and the reproduction unit can elapse between the transfer of the command to the network and the execution time.

Claim 45 (New): The method as claimed in claim 26, wherein the data streams or data packets are used to send a bit rate of the master at which the master provides the data streams or data packets on the network, the reproduction unit using the sent bit rate to ascertain the delays that arise in the network.

Claim 46 (New): The method as claimed in claim 26, wherein a reproduction unit that has been switched in transfers the data streams or data packets received from the network directly to a codec, and the codec rejects the supplied data by muting until the codec detects a first valid frame, the codec is then stopped and the current byte is noted, and the codec in the reproduction unit then processes the data stream or the data packets again and is switched to reproduction when this current byte is played on the master.

Claim 47 (New): The method as claimed in claim 26, wherein at least one of the reproduction units is for its part used as a master for a subnetwork, with appropriate repetitions being forwarded to a topmost master.

Claim 48 (New): The method as claimed in claim 26, wherein at least one of the reproduction units has a memory that is used as a source of audio data, content of the audio data being obtained from the master or from another data source.

Claim 49 (New): A data processing program for carrying out a method as claimed in claim 26.

Claim 50 (New): A reproduction unit for carrying out a method as claimed in claim 26, comprising a network interface, a central computer unit with a memory, and means for at least indirectly outputting data, wherein the memory includes a permanently programmed data processing program, and wherein this program is activated automatically after a power supply is turned on, with the reproduction unit including means for automatically integrating the unit into the network.